

FIG. 2

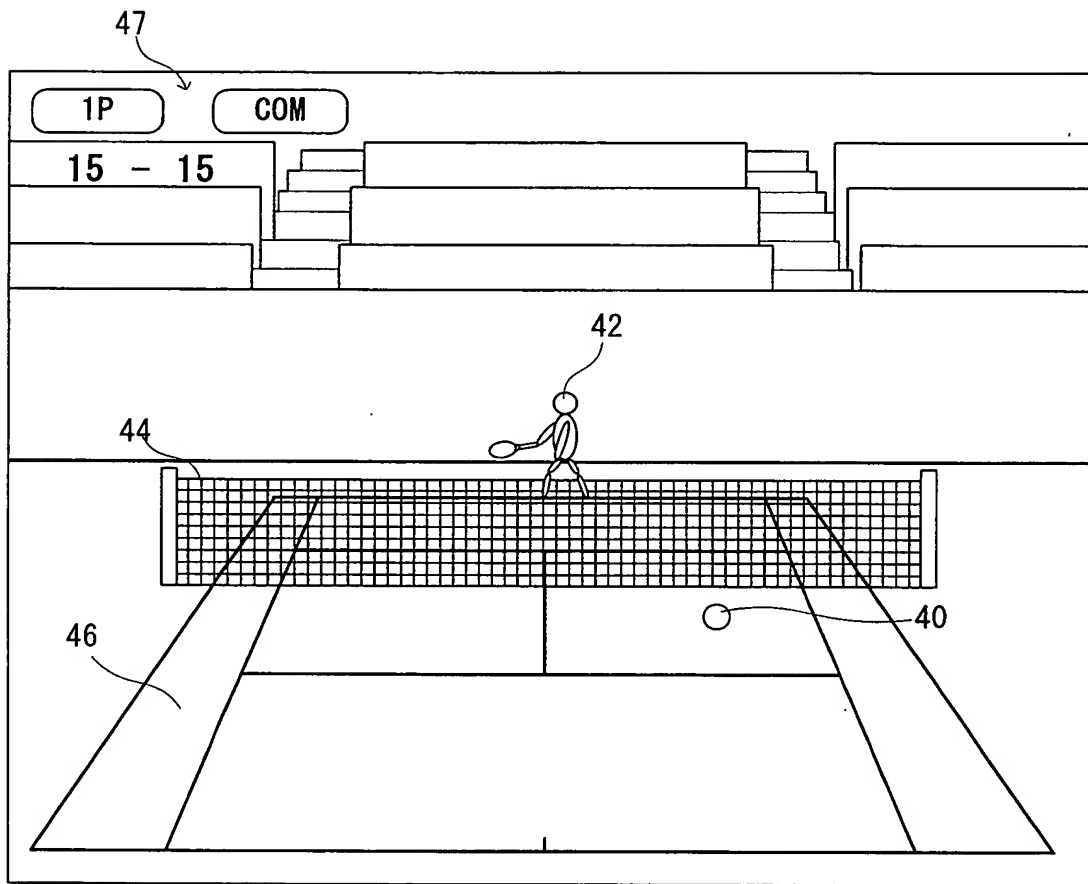


FIG. 3

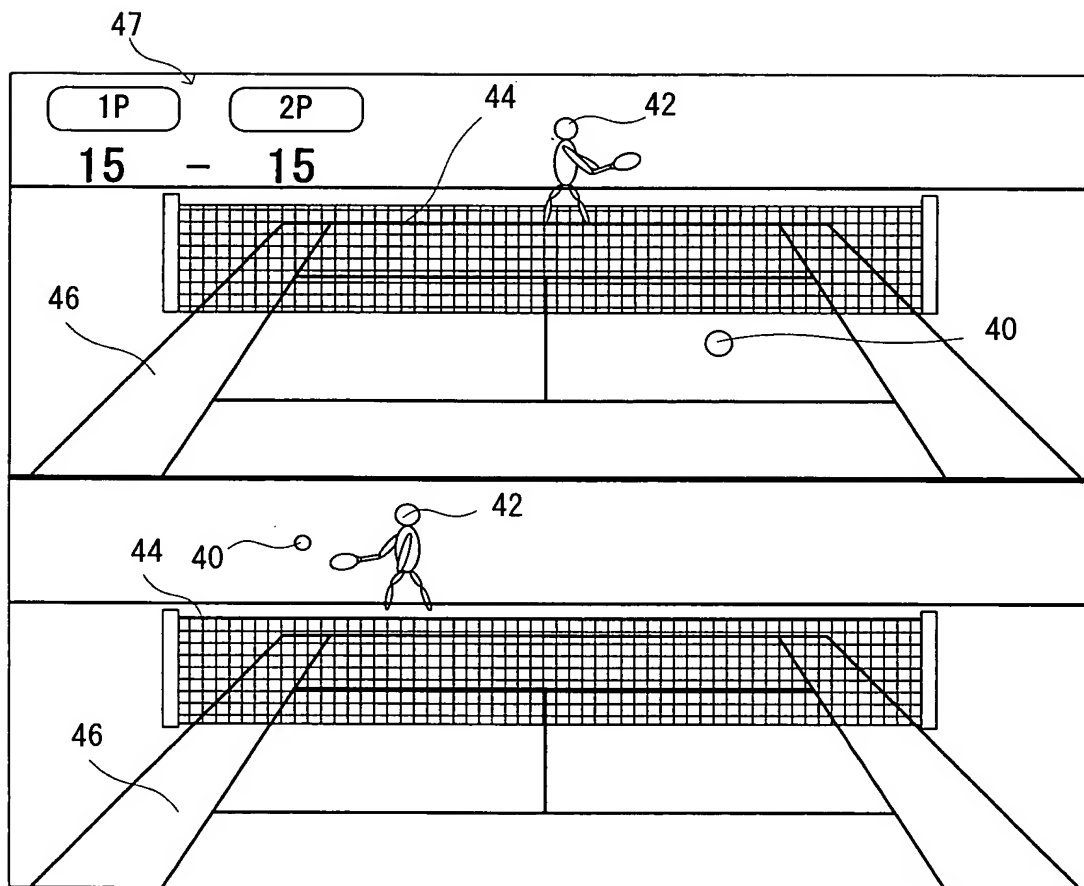
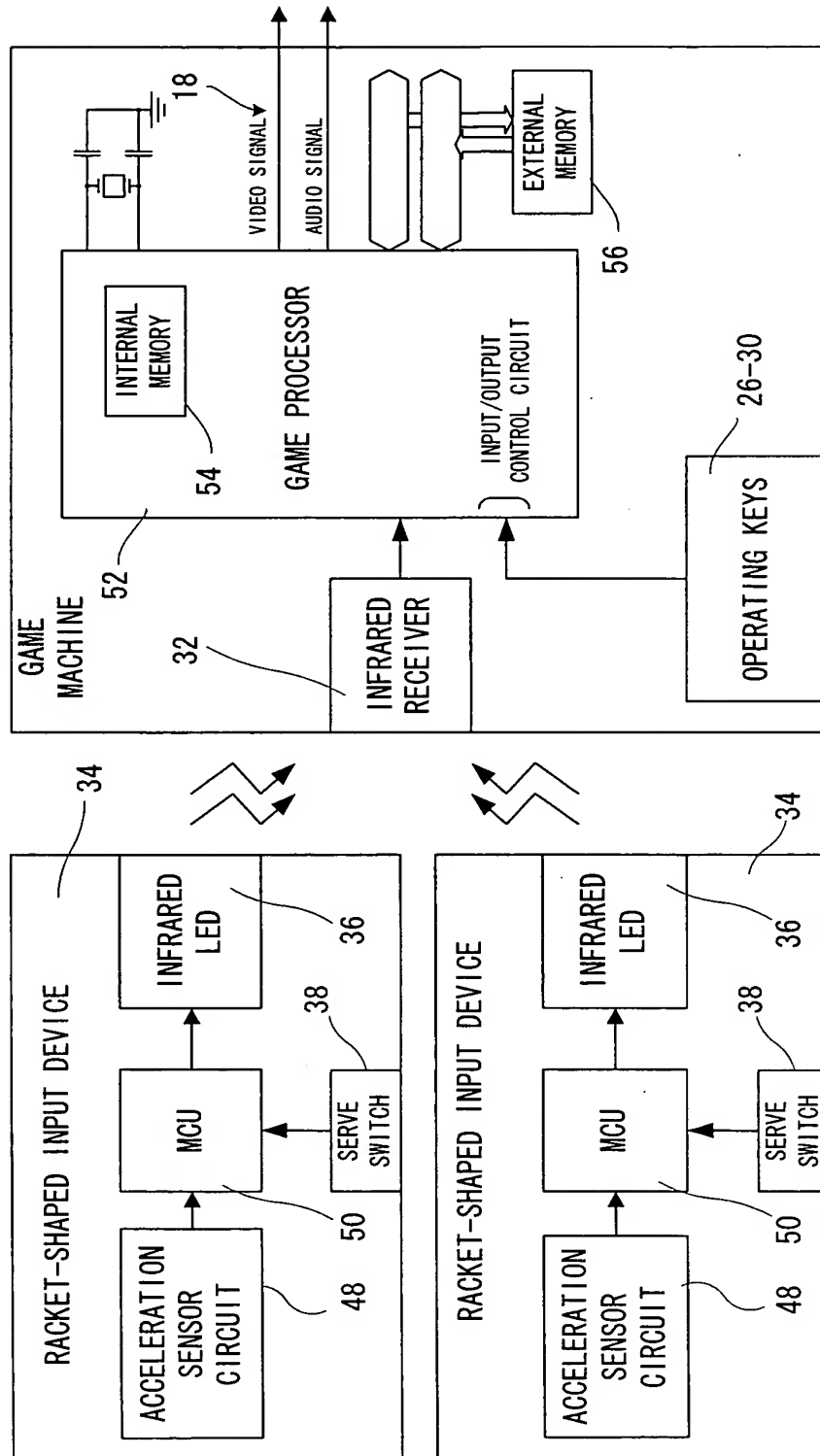


FIG. 4



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FIG. 5

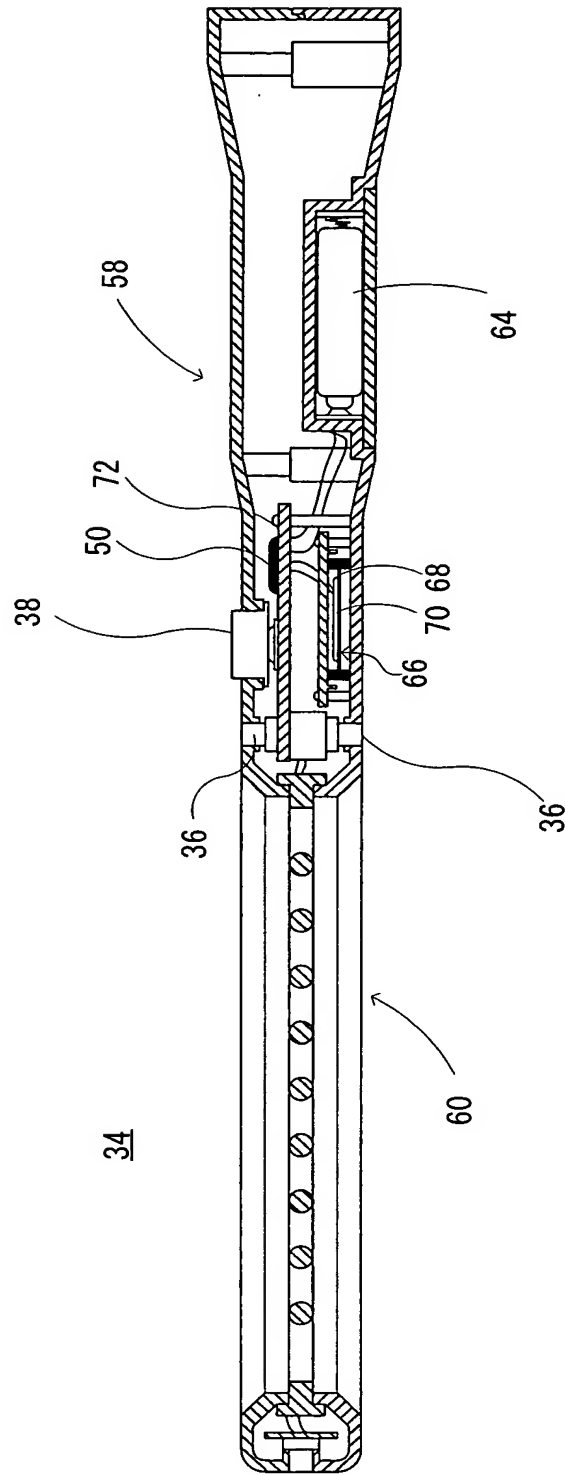


FIG. 6

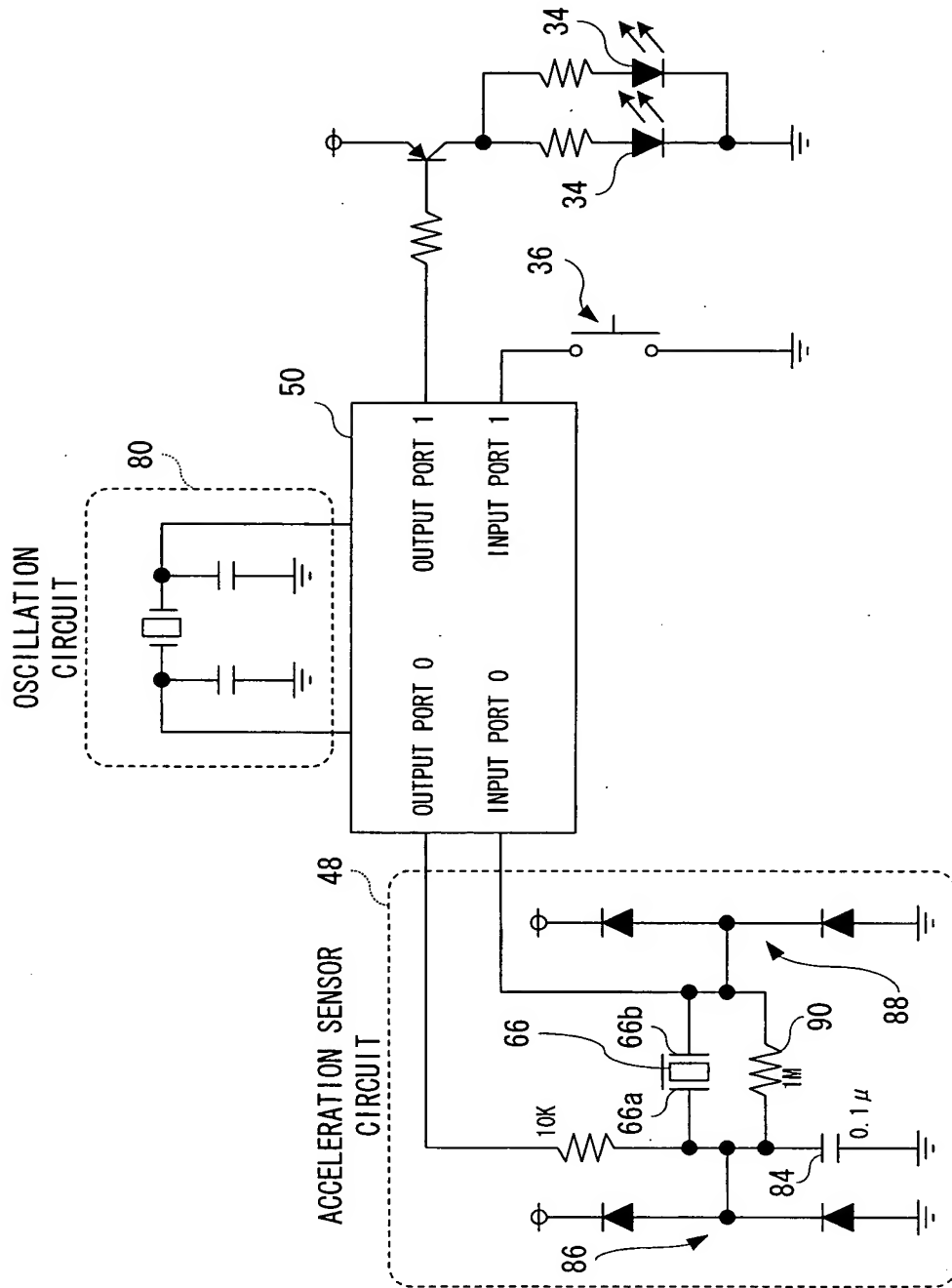


FIG. 7

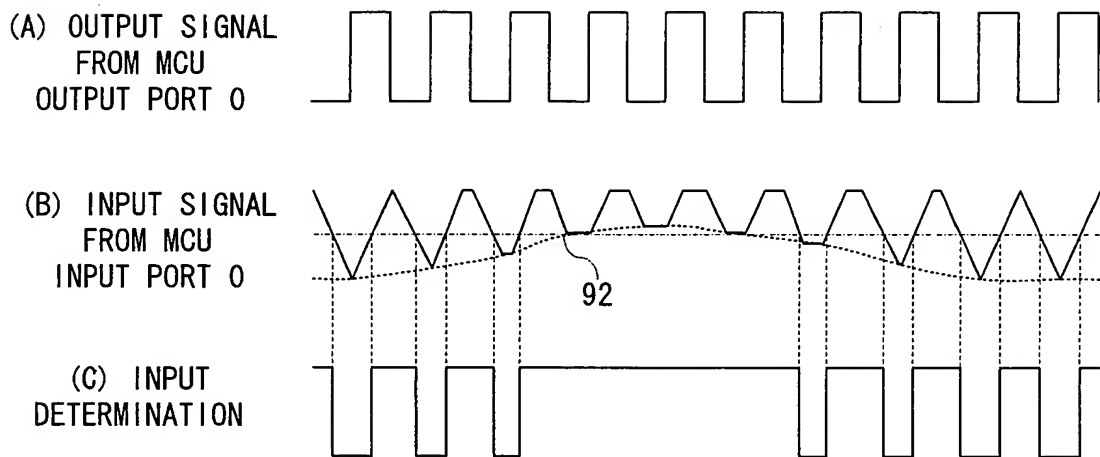


Fig. 8

```

graph TD
    START([START]) --> S1[INITIALIZATION PROCESS S1]
    S1 --> S2[DISPLAYED IMAGE UPDATE S2]
    S2 --> STATE{WHICH STATE?}
    STATE -- "PRE-TOSS S4" --> S3[GAME MODE SELECTION S3]
    STATE -- "PRE-TOSS S4" --> PRE_TOSS[PRE-TOSS PROCESS]
    STATE -- "DURING TOSS S5" --> DURING_TOSS[DURING TOSS PROCESS]
    STATE -- "DURING RALLY S6" --> DURING_RALLY[DURING RALLY PROCESS]
    S3 --> J1(( ))
    PRE_TOSS --> J1
    DURING_TOSS --> J2(( ))
    DURING_RALLY --> J2
    J1 --> J2
    J2 --> INTERRUPT{WAIT FOR VIDEO SYNCHRONIZING INTERRUPT OCCURRENCE}
    INTERRUPT -- YES --> STATE
    INTERRUPT -- NO --> NEXT[ ]
  
```



FIG. 9

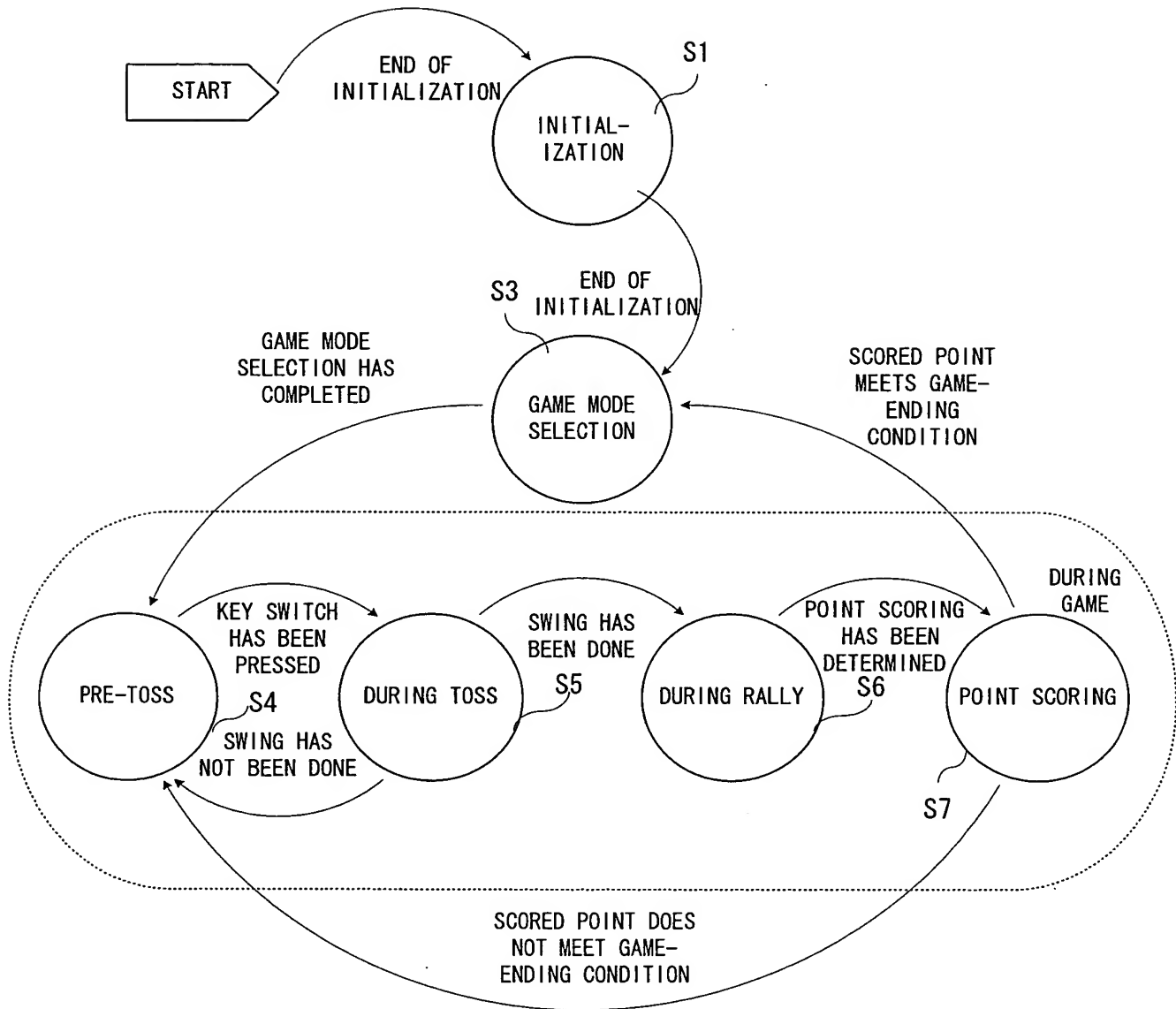
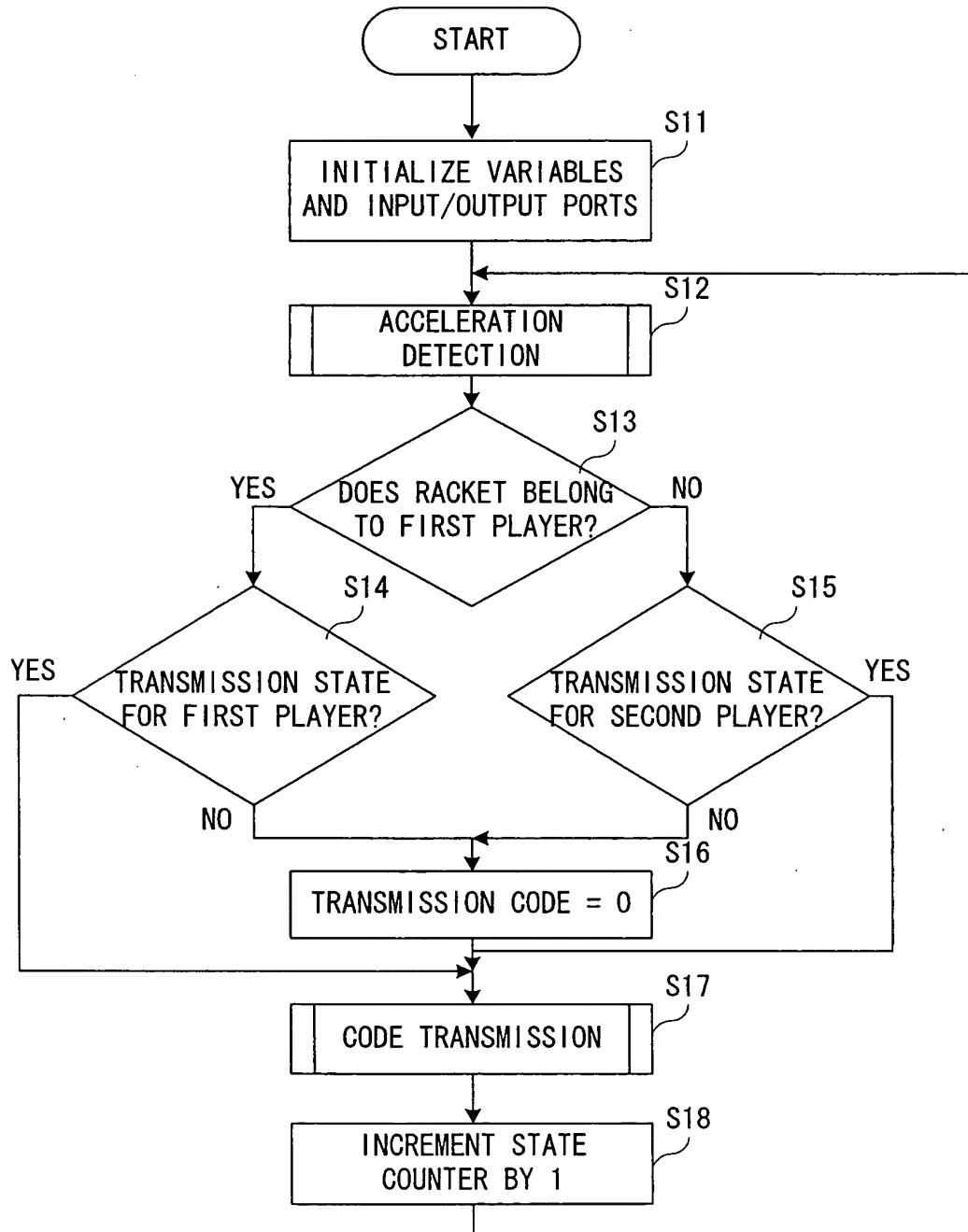


FIG. 10



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FIG. 11

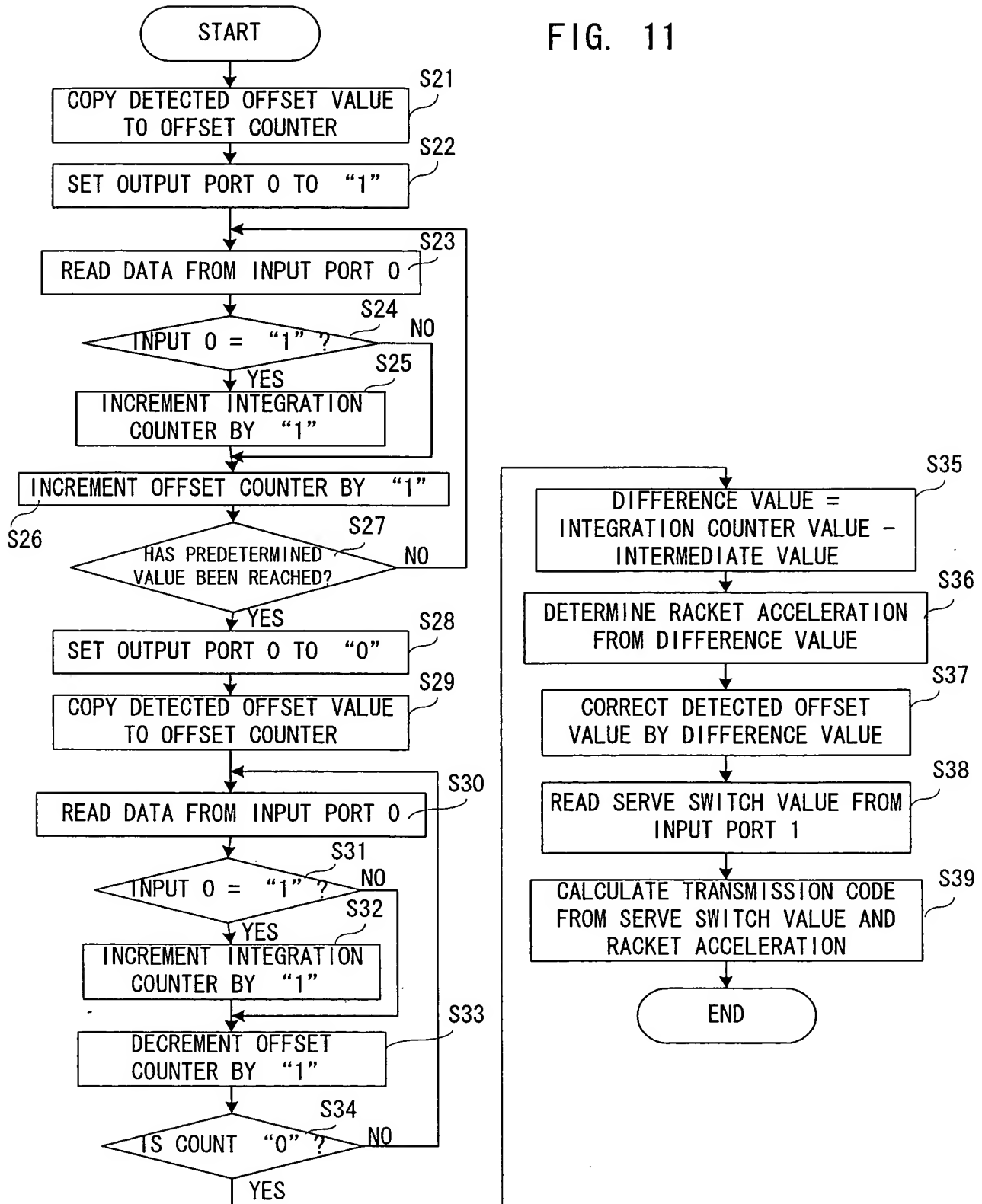


FIG. 12

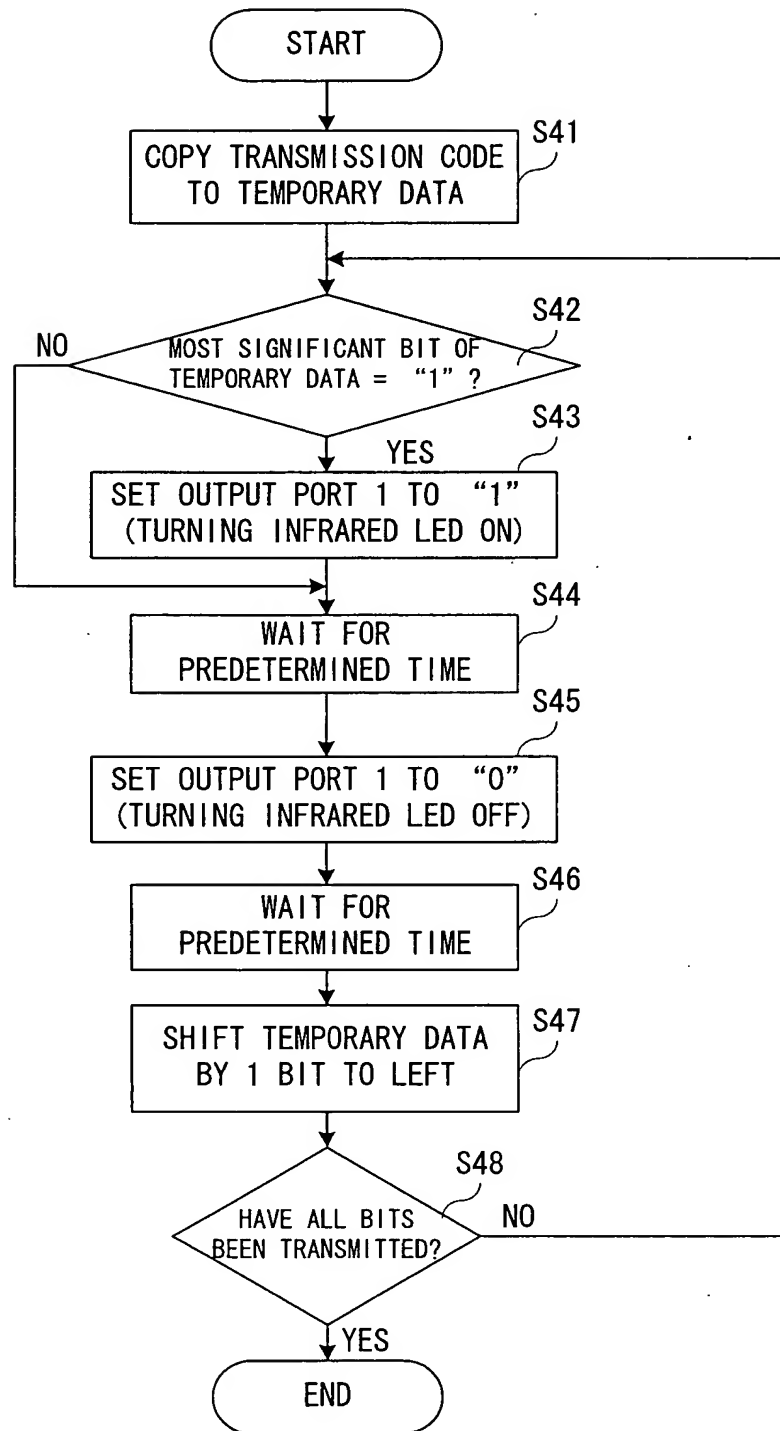


FIG. 13

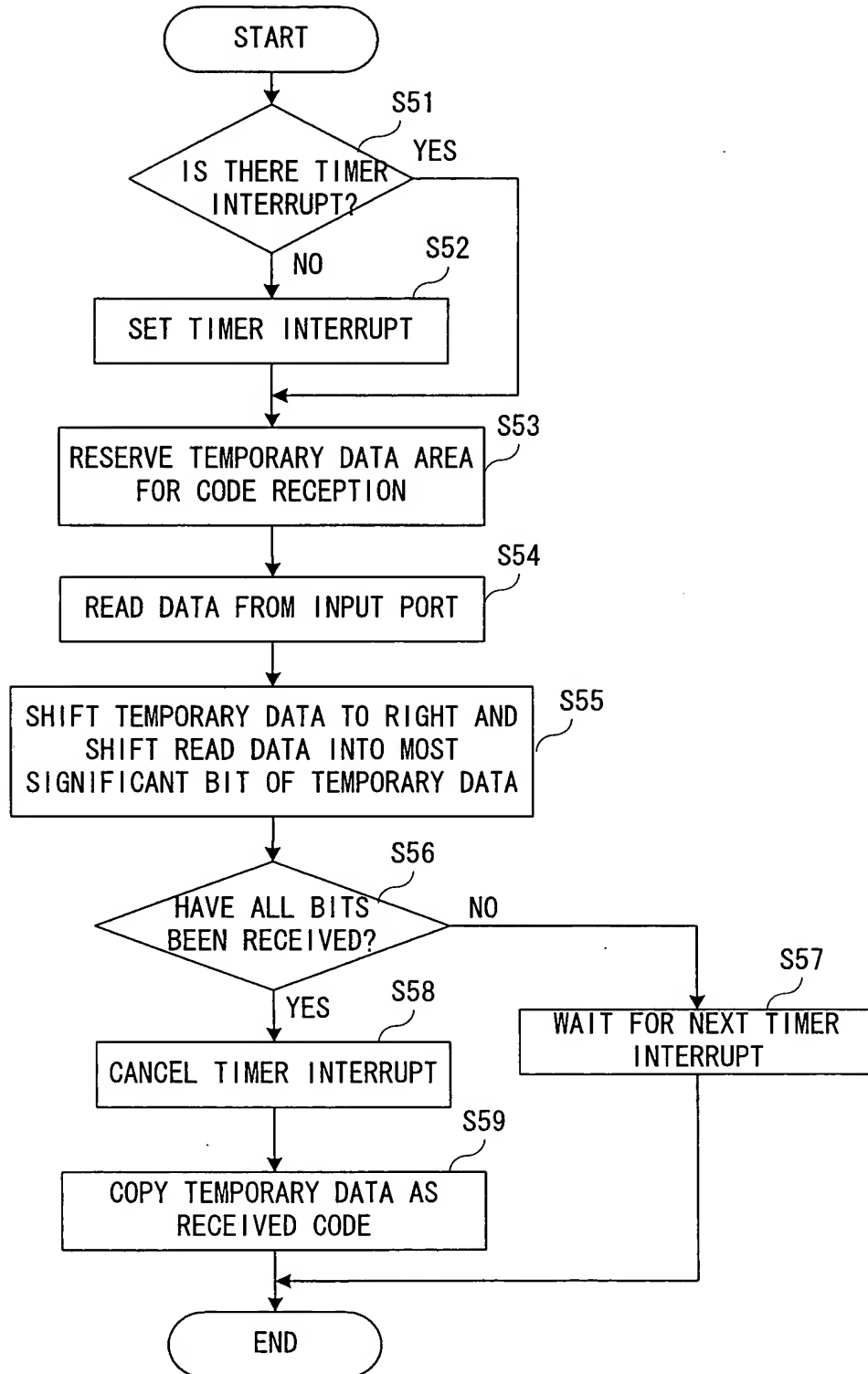


FIG. 14

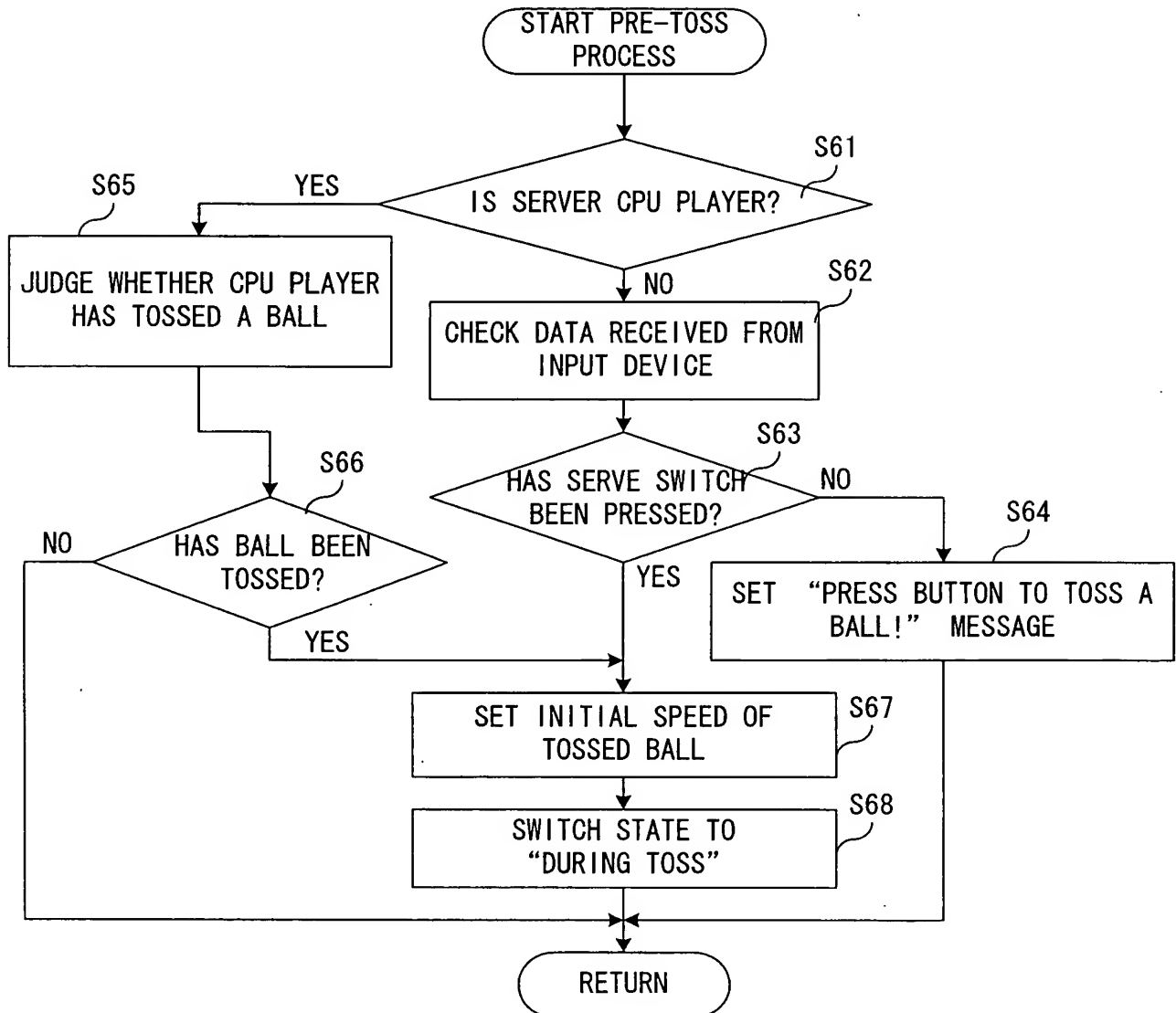


FIG. 15

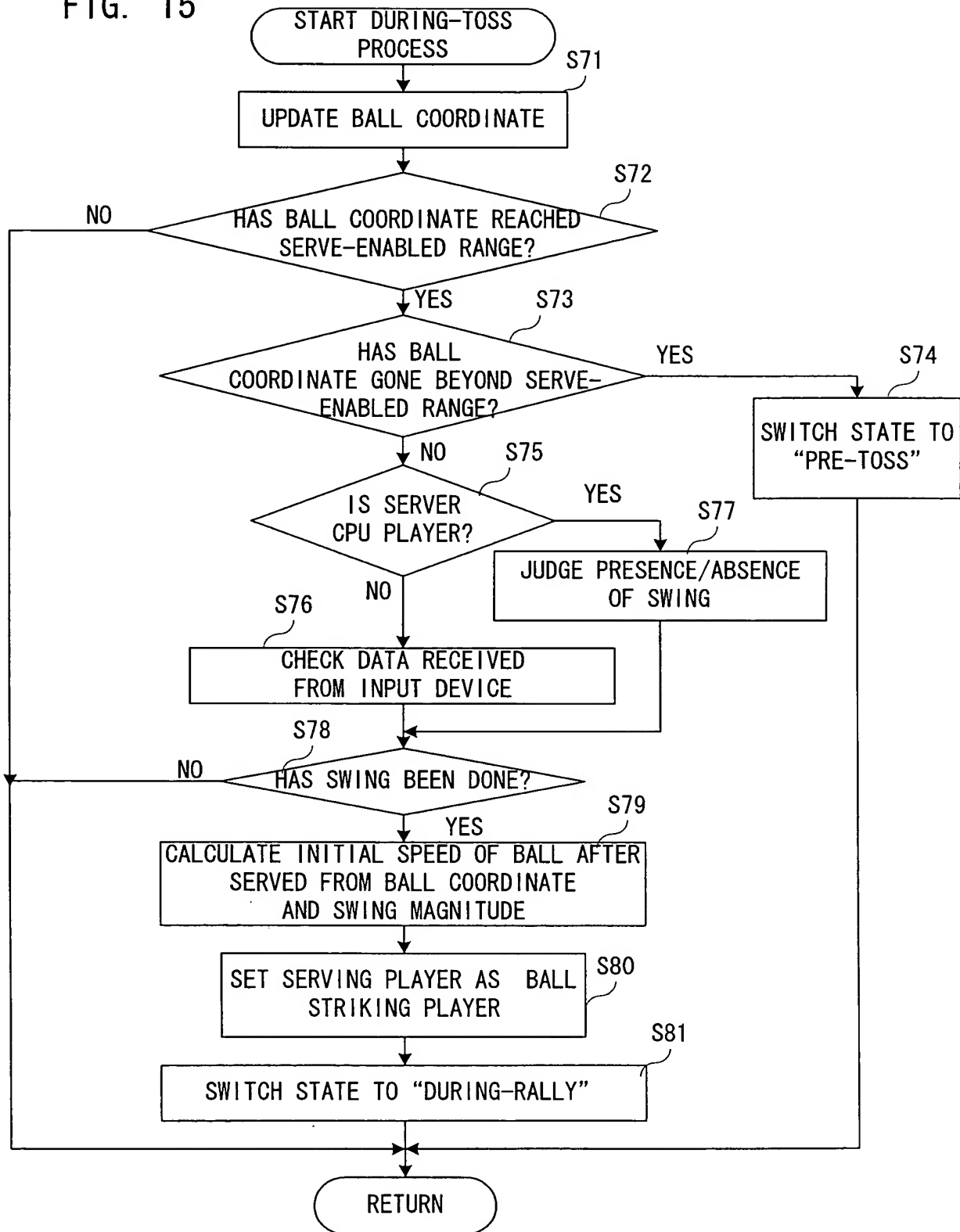


FIG. 16

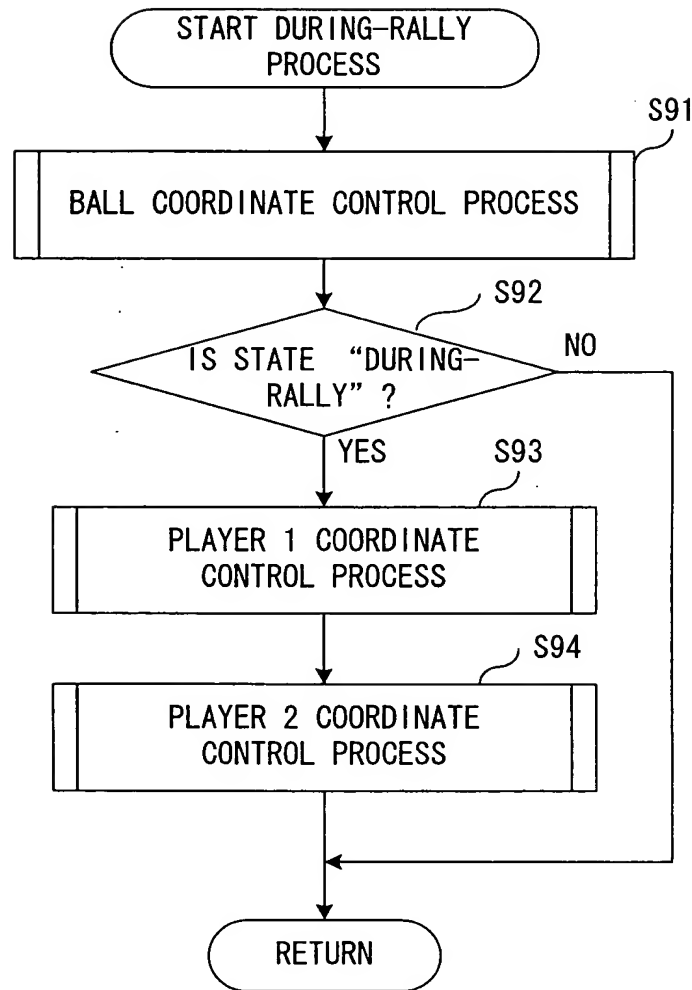
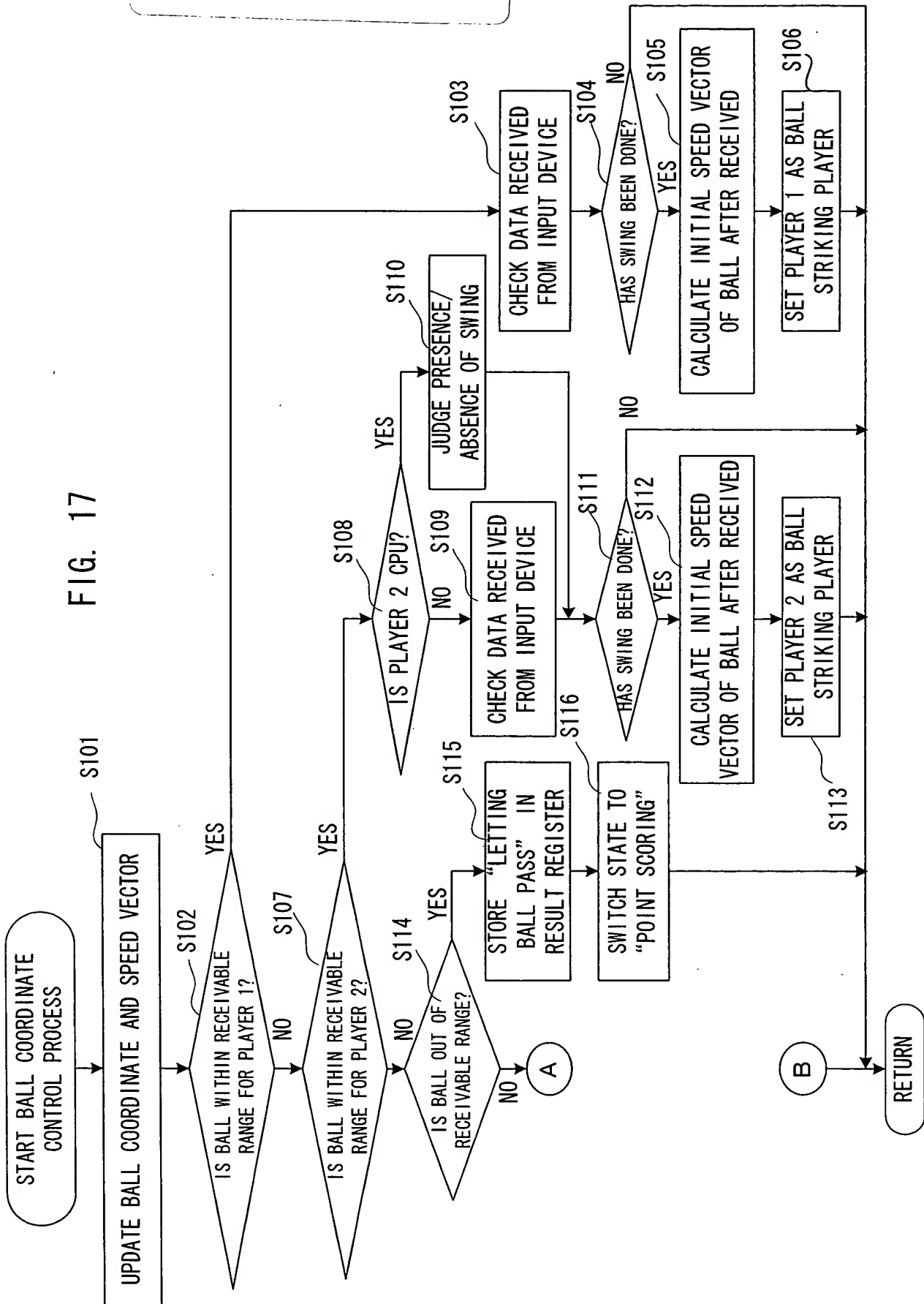




FIG. 17



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FIG. 18

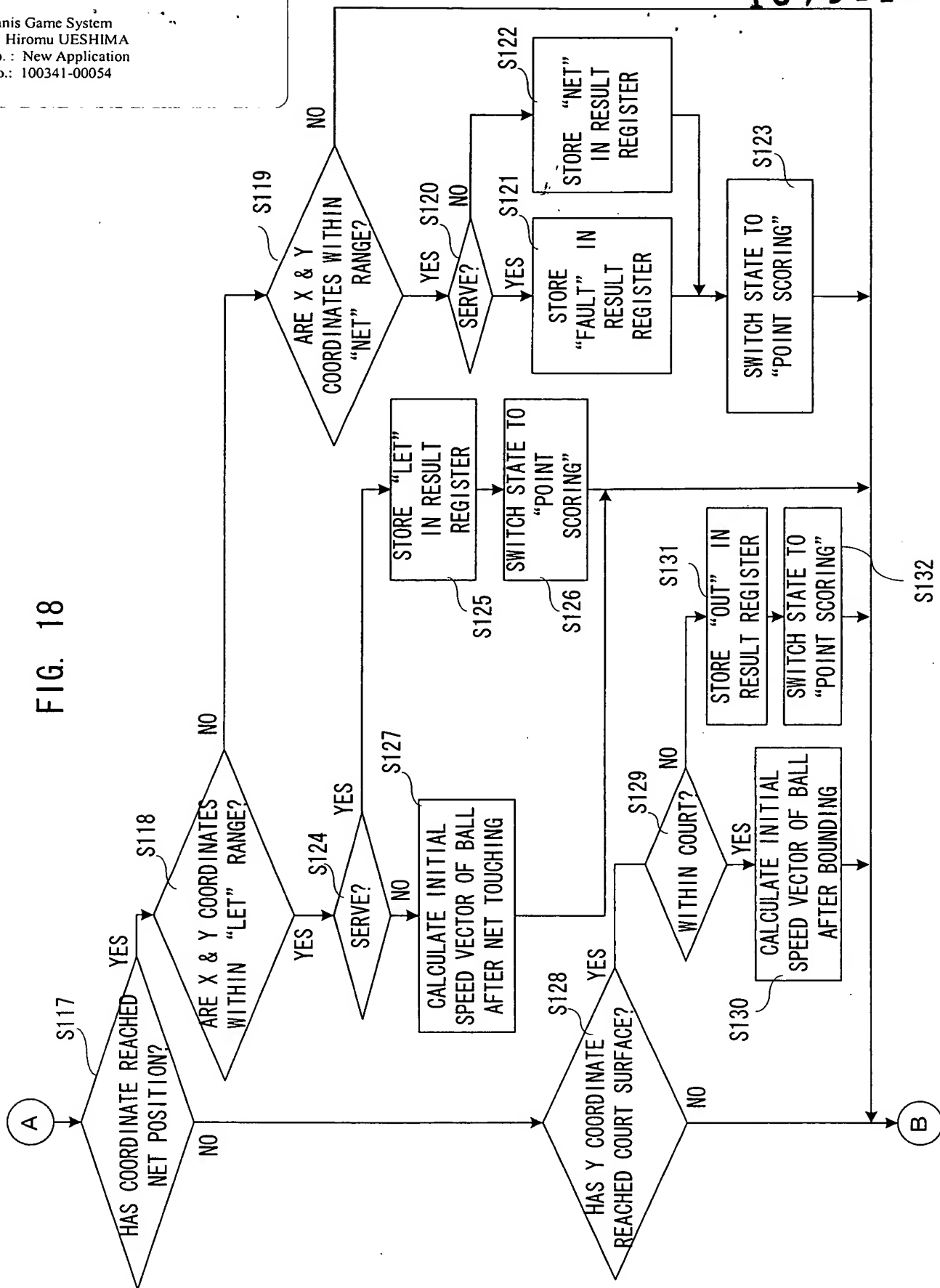
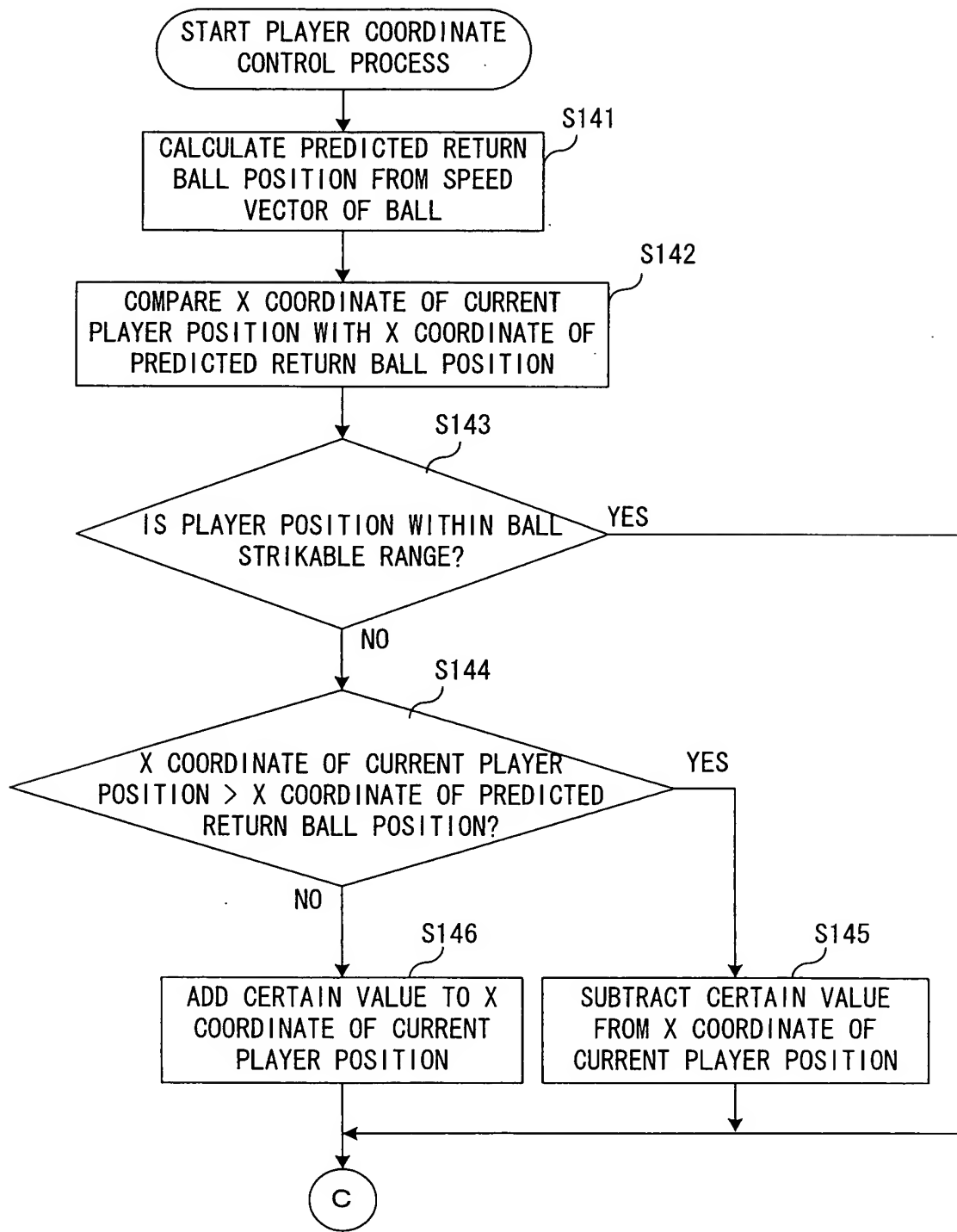


FIG. 19



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FIG. 20

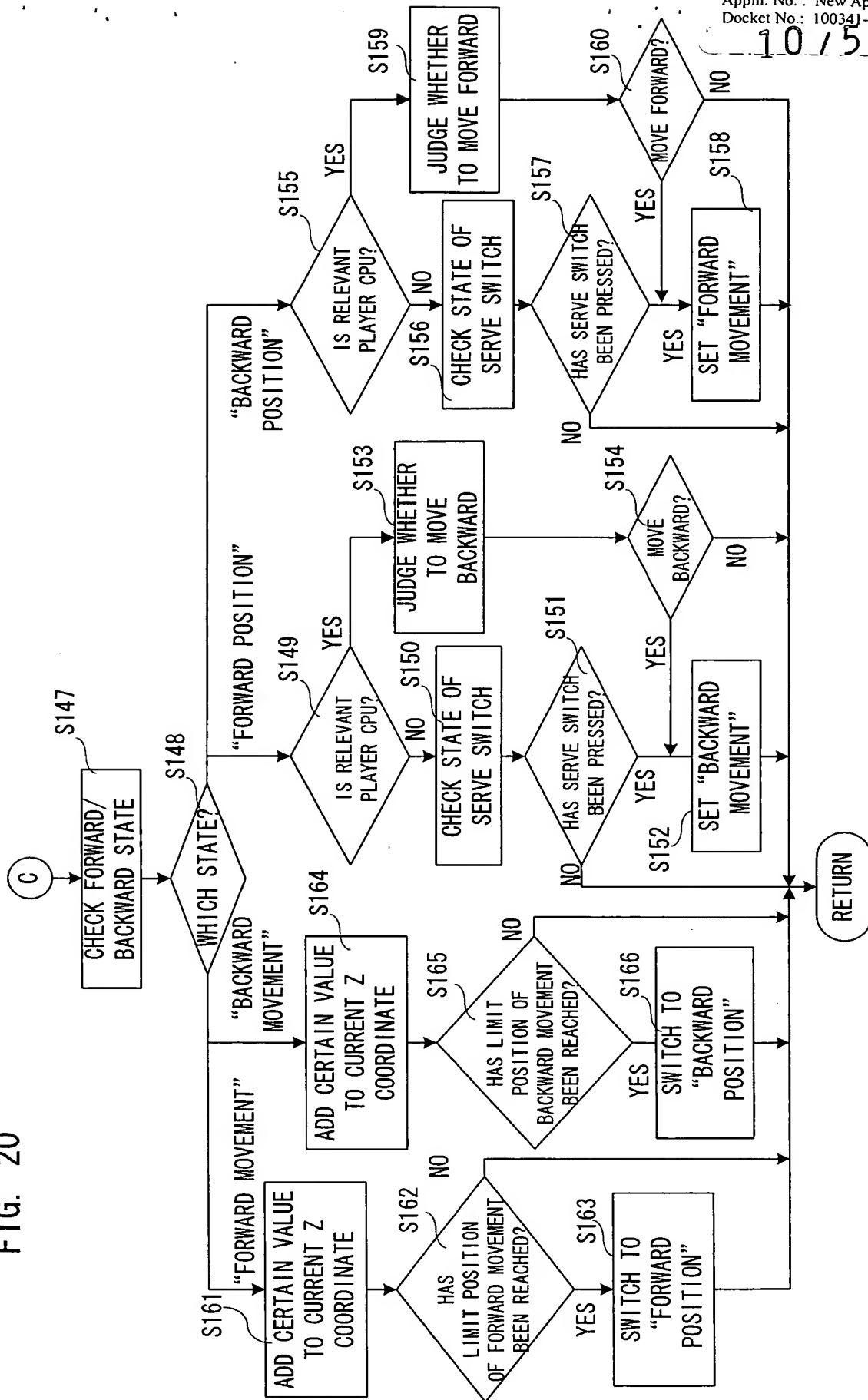


FIG. 21